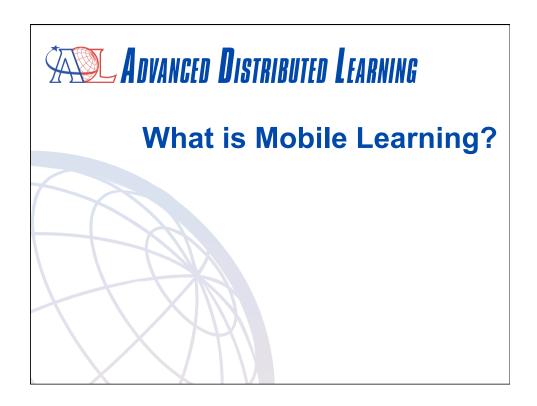




Let's Discuss...

- What is mobile learning?
- What are the types of mobile learning today?
- Who is doing what? (examples)
- What does the future look like?
- Where do I learn more?







Mobile Learning

- What is mobile?
- What is learning?
- Ubiquitous computing





Wikipedia Definition

"Learning that happens across locations, or that takes advantage of learning opportunities offered by portable technologies."







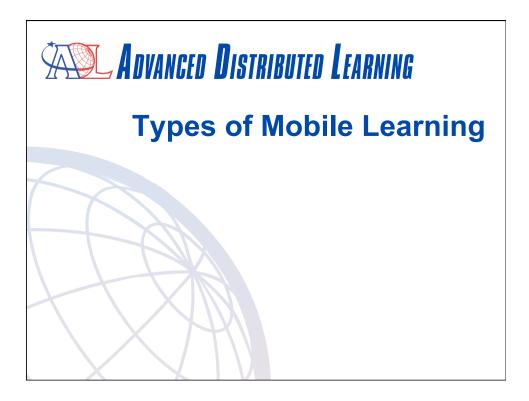
Five Moments of Learning Needs

- When learning for the first time
- When wanting to learn more
- When trying to remember
- When things change
- When something goes wrong



Dr. Conrad Gottfredson







Options Today

e-Learning (Lite)

Performance Support

- On the job support
- Access to information, education and reference
- Podcasts
- Updates and alerts
- Forms and checklists

Collaboration

- Coaching
- Mentoring
- Social networking

Assessment

- Quizzes
- Tests
- Surveys and polls
- Certification

Innovation

- Games and simulations
- Location-based
- Augmented Reality

User Generated Content



Learning Modules, What Else?

Assessment

- Quiz
- Alerts
- Survey
- Test
- Poll
- Feedback
- Point-in-time status check

Content

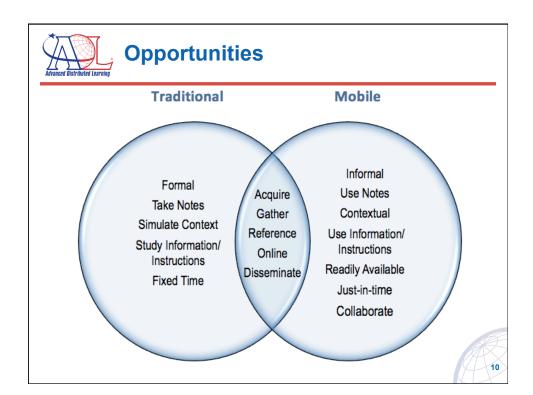
- Review/ remember
- Audio recordings
- Video
- recordings
- On-demand access
- Field guide
- Reference
- PresentationsMicro learning
- Assignments
- Updates

Mobile Options

- Location specific
- Augmented reality
- Simulation
- Game-based learning
- Reporting
- Capture/share/ document
- Geoexploration
- Geo-blogging
- Note taking
- Just-in-time

Performance

- Job aid/check
 list
- Decision support
- Coaching/ mentoring
- Conferencing
- Reminders
- Translation
- Transcription
- Organization
- Procedures



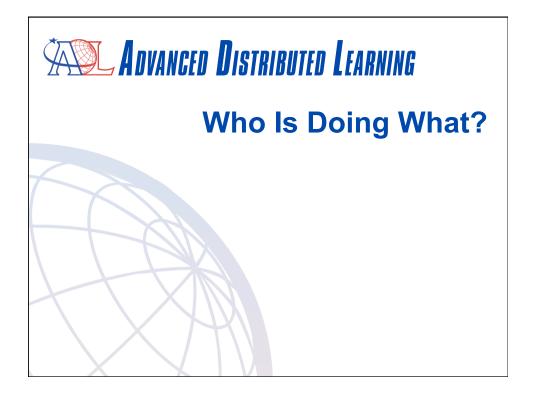


Capabilities

- Computer
- Voice recorder
- Camera
- Scanner
- Reader
- Connectivity
- Audio and video player
- GPS
- More...









Merrill Lynch GoLearn

- Learn when can
- 7 week pilot
- Results 1% higher
- 45% less time
- 100% want more
- 99% felt format supports learning





Louisiana Community and Technical Colleges (LCTCS)

- Partnered with Pearson
- Workforce shortage > 90,000 jobs
- Expand instructional opportunities
- "Downtime becomes productive time"



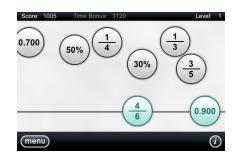




Virginia Mobile Learning Apps Development Challenge

93% of 6-to-9 year olds live in a home with a cell phone;

- more than 50% own a portable video game device;
- 30% have a personal cell phone; and
- 20% have personal digital music players.

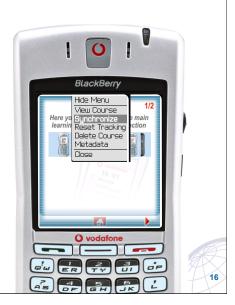




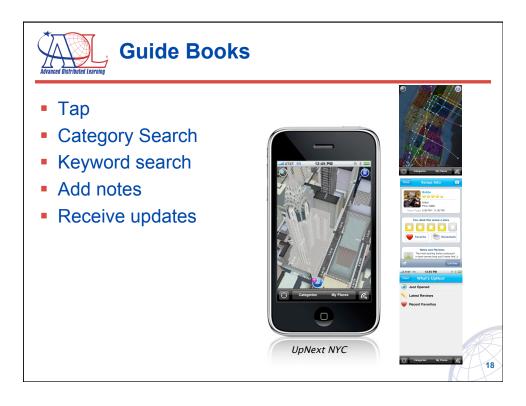


Mobile Learning "Pills"

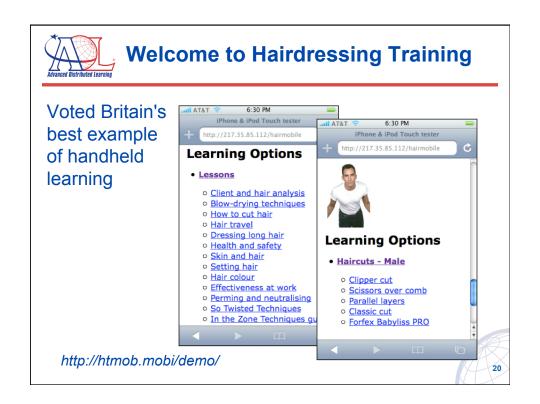
- Receive email or SMS notice
- Performance tracking (SCORM) to Corporate LMS
- Receive Just in Time individual remediation







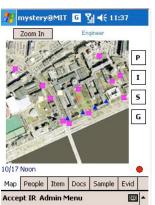






Augmented Reality Scientific Role Play Environments

- Game Engine decoupled from Game Content
- Desktop PCbased AR content editor
- Significant collaboration, teamwork, and inquiry-based learning







Hilton Garden Inn - Ultimate Team Play

"Ultimate Team Play is part of our ongoing commitment to making employee training compelling and relevant, which are our two most important criteria for ensuring long-term customer service success."

Adrian Kurre

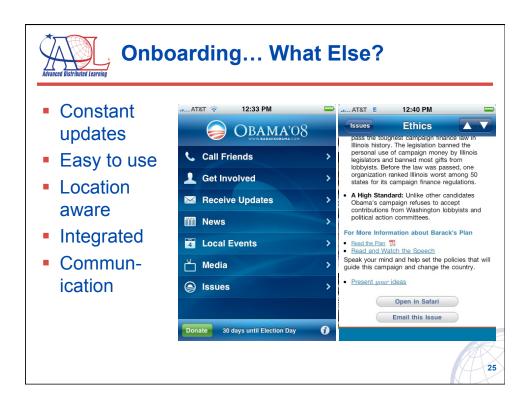




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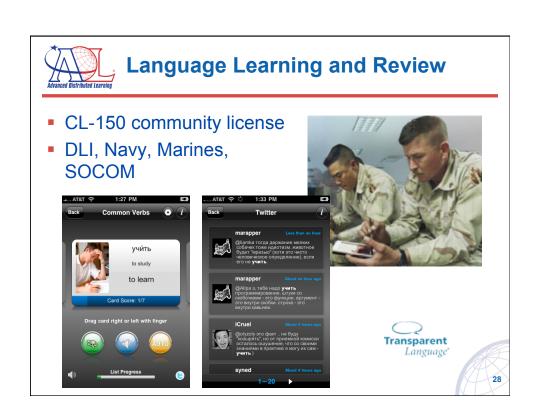


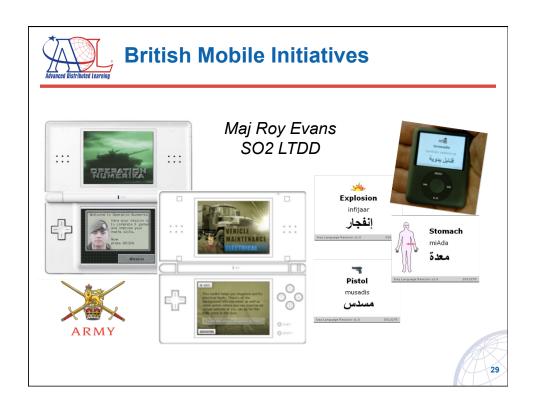


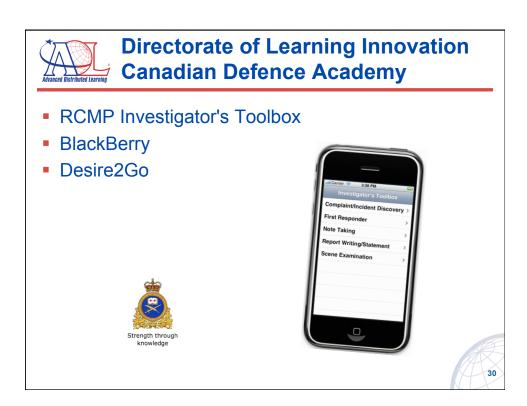




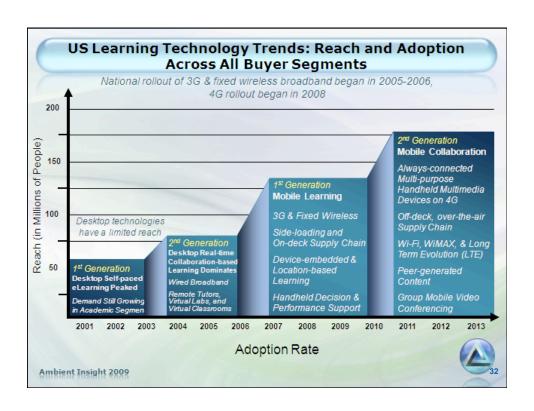














Looking Ahead...

- Location (already here)
- Mobile broadband
- Recognition
- Accelerometers
- Context aware
- Machine to machine
- Personalization

- Sensors
 - Orientation
 - Heart rate
 - Blood glucose
 - Pulse







Samsung Show Hands-on and Video at MWC



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Transparent Devices





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Real-time Object Recognition



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Next Generation Solutions

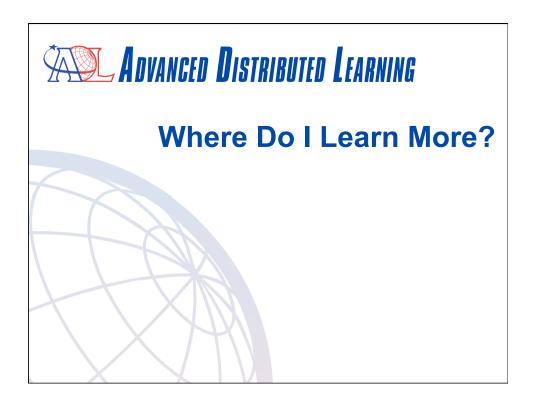
- Context aware
- Location Services
- Sensors
- Accelerometers
- Orientation sensors
- Heart rate
- Blood glucose

Life-Sciences Phones Imaging

From Sports MP3 Players

Security Wearable Logistics

http://fullpower.com





Resources

- ADL Portal
 - http://www.ADLNet.gov/
- mlearnopedia
 - http://mlearnopedia.com/
 - http://cc.mlearnopedia.com



